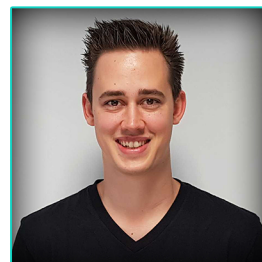


PHILIPPE MESOTTEN

FX ARTIST



Profile

Date of Birth: 06 November 1993
Nationality: Belgian
Languages: Dutch(Native),
English(very good),
French(ok),
German(elementary)
In possession of a drivers licence B

Contact

8520 Kuurne (Belgium)

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www.philippemesotten.weebly.com

Education

2009-2011 KTA1-Hasselt

Highschool education: Computer sciences

2011-2015 Hogeschool West-Vlaanderen

Bachelor Digital Arts & Entertainment

--> Game Graphics Production

Skills

Particle Systems
High & Low poly modeling
UV Unwrapping
Baking
Texturing(Legacy + PBR)
Leveldesign + editing
Visual scripting (like Blueprints in UE4)
2D Flow Maps
3D Vector Fields
Version Control (Perforce, SVN,...)

Work Experience

2015 Larian Studios, Gent

4 months internship as an FX Artist.

Worked on Divinity Original Sin: Enhanced Edition

2016 Travellers Tales, Knutsford

6 months Junior VFX Artist position.

Worked on LEGO: Dimensions and LEGO: Marvels Avengers

2017 - Present, Not A Company

Managing Partner + Main artist/developer.

Working on Hoverloop

Portfolio

not-a-company.com

philippemesotten.weebly.com

Software

Unreal Engine 4 (Cascade/Blueprints/Shaders/LevelDesign)
Photoshop
Substance Painter
Unreal Development Kit
Autodesk 3Ds Max
Zbrush
Microsoft Visual Studio
TortoiseHg/Github/Perforce/...
FX Studio
C&C3 Worldbuilder --> Leveldesign as a kid

WWW.PHILIPPEMESOTTEN.WEEBLY.COM